

GAME BOY ADVANCE

AGB-AEEE-USA

**BALLISTIC
ECKE & SEVER**

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



TEEN
Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GETTING STARTED

- 1—Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2—Insert the **Ballistic: Ecks vs. Sever** Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
- 3—Turn ON the POWER switch. The Language Select screen will appear (if this does not happen, begin again at step 1).
- 4—Choose your desired language.
- 5—When the Title screen appears, press START to proceed to the Main Menu.



CONTROLS

MENU NAVIGATION

BUTTON

ACTION

Control Pad
A Button
B Button

Highlight menu selections
Confirm selection
Return to previous menu

Standard

Control Pad:
L/R Button:
L+R Button:
A Button:
B Button:
Select:
Start:

Forwards/backwards, Turn left/right
Strafe
Crouch
Fire weapon
Cycle weapon/Open doors/Activate item/Speak to NPC
Toggle manual weapon aim
Open in-game menu, return to game

CONTROLS

GAME CONTROLS

BUTTON	ACTION
Swimming Control Pad: L+R Button:	Forwards/backwards, Turn left/right Dive
Manual Aim Control Pad: L/R Button: A Button:	Move sight position Zoom out/in (only with sniper rifle) Fire
Missile Control Control Pad: L Button:	Turn left/right, Increase/decrease height Brake

CONTROLS

BUTTON

ACTION

Dog Control (Multiplayer Only)

Control Pad:	Forwards/backwards, Turn left/right
A Button:	Attack
B Button:	Bark

INTRODUCTION

The year is 2004. The World has changed. Freedom has been compromised.

Ex-FBI agent Ecks and Ex-NSA operative Sever are called back into action...

The U.S government needs their help. A disturbing discovery has been made, that not only affects national security, but also the safety of the entire planet. It appears that certain parts of the arms manufacturing industry is actively involved in supplying illegal arms to increase conflict and thus their sales. Furthermore, there is reason to believe that these corporations are receiving highly sensitive information from moles within the Secret Services, allowing them to keep one step ahead of the law enforcement agencies...

While Ecks follows up leads on home soil, Sever takes the battle to the front, infiltrating suspected sleeper groups based overseas and closing in on their chain of supply.

One company's name seems to crop up particularly frequently during their investigations - Global Operations Defense Systems (G.O.D.S). Events take a dramatic turn when Sever discovers that not only is G.O.D.S. a principle provider of weapons to many rogue states, but they have also managed to procure a Russian "suitcase nuke", missing since the end of the Cold War...

Only Ecks and Sever can save the world from certain nuclear holocaust. Have you got what it takes to help them?

Go Global. Go Ballistic.

LANGUAGE SELECT

Press UP or DOWN to highlight your chosen language.
Then press the A Button to select.

MAIN MENU:

Press START to enter the Main Menu. Game modes and options can be accessed from the Main Menu.



LANGUAGE SELECT

SINGLE PLAYER MODE:

Choose to play as either Ecks or Sever. Join Ecks in the United States and Sever in the Middle East as they slowly uncover a terrifying conspiracy. Fight for the world's survival with a whole bunch of high impact weaponry, advanced technology and non-stop action. Will you be able to uncover the truth...and will you be able to save the world from a certain nuclear holocaust?

MULTI-PLAYER MODE:

Time to go Ballistic. Three different modes are available to test your mettle. Move or be mauled!

PASSWORD ORD

After completing each level, you'll receive a password. Use the password when re-entering the game to continue from the level where you left off. Access the Password Entry screen from the Main Menu. When your password is complete and it has been accepted, you'll be transported to the correct level.

OF OPTIONS

Customize the game settings.



CONTRAST: Increase/Decrease the contrast of the Game Boy® Advance screen.

GBA SETUP: Choose between three styles of control.

RIGHT HAND AGENT/LEFT HAND AGENT: Change to play right or left handed in the game.

MUSIC ON/OFF: Turn the music on or off.

FX ON/OFF: Turn FX on or off.

PLAYING A SINGLE PLAYER GAME

CHARACTER SELECT:

The story and mission objectives within 'Ballistic: Ecks vs. Sever' are determined by which character you play the game as. Will you play as the arrogant and disobedient ex-FBI Agent - Jeremiah Ecks, or the beautiful, yet deadly ex-NSA Operative - Sever? Both play their own very important part in uncovering the fate that awaits the world, but both must also eventually work together.

PLAYING A SINGLE PLAYER GAME

SEVER:

Taken in by the National Security Agency (NSA) as an orphaned child, she was weaned on violence. Her training involved assassination and counter terrorism. She is an elite tactical operative, 'Werewolf' grade. She is a stunning young woman whose striking femininity and head-turning good looks mask a far more sinister, cold, calculating and often deadly nature.



PLAYING A SINGLE PLAYER GAME

JEREMIAH ECKS:

Ecks was born in Massachusetts, South Boston USA. He studied Criminology and Philosophy at Harvard at the age of eighteen. He joined the Federal Bureau of Investigation (FBI), where he studied Behavioral Sciences and trained at Special Weapons and Tactics (SWAT). Within his first year at the Bureau he cleared two of the FBI's 'Ten Most Wanted' list. Known for his overzealous tactics and blatant disregard for authority, he left the FBI on 'medical leave' just after discovering his wife and son were killed in a car bombing.



PLAYING A SINGLE PLAYER GAME

MISSION BRIEFING:

Pay close attention to your briefing. This will give you an update of the current situation, but also give you a list of objectives that the player must complete to reach the end of the level. Get all the help you can out of these...as there won't be much help out there in the field....



PLAYING A SINGLE PLAYER GAME

As you move around the world of 'Ballistic: Ecks vs. Sever', dealing out death and destruction, take note of the important information displayed on the Game screen.

1. **Health** – This is your current level of health. The level of health will decrease the more the player gets hit.
 2. **Armor** – Collecting 'Body Armor' will offer you a level of protection from the onslaught. Once your armor is depleted, further hits take your health away.
 3. **Ammunition** – How much ammunition you have left in your current selected weapon and how much you have left in your current cartridge.
 4.  **Exclamation Mark** – Player spotted by enemy.
 5.  **Lightning Strike** – EMP Grenade working.
 6.  **Ladder** – Climb ladder/Exit water.
 7.  **Envelope** – Talk to character.
 8.  **Hand** – Open door/Use Item.
 9.  **Crossed hand** – Does not open/Does not activate.
- 



PLAYING A SINGLE PLAYER GAME

10.  Arrow – The player is able to tell a character to follow them.
11.  Crossed Circle – Same as above, but tells a character to wait.
12.  Gun – The object they are facing can be destroyed. Some objects contain hidden items.
13.  Up Arrow – The player has the standard missile selected.
14.  4-Way Arrow – The player has the smart missile selected. Once fired, the player can manually guide the missile to its chosen target.
15.  HE – The player has the high explosive grenade selected.
16.  Lightning Bolt – The player has the EMP grenade selected.
17.  Bomb – (Multi-player Bomb Kit Only) - Once all of the three bomb parts have been picked up, this icon will appear when you are in the bomb detonation zone.
18. Frag's (Multi-player Only) – This displays the current number of opponents you have successfully killed and the number of times you have died.
19. Time (Multi-player Only) – This displays the amount of time remaining until the end of the match.

PLAYING A SINGLE PLAYER GAME

PAUSING THE GAME:

Press START at any time to pause the game and access the following options.

CONTINUE – Resumes the current game.

OBJECTIVES – Update yourself on your current list of objectives.

SOUND – Turn the sound ON or OFF.

CONTRAST – Increase or decrease the contrast of the Game Boy® Advance screen.

RESTART LEVEL – Restart the level from the beginning.

EXIT GAME – End the current game.

PLAYING A MULTI-PLAYER GAME

'Ballistic: Ecks vs. Sever' offers you three styles of Multi-player action. In all games, 2-4 players can participate.



2-4 PLAYER – DEATHMATCH

Objective: This is the standard multi-player death-match game. Eight levels are available, with a selection of weaponry at your disposal. Overall victory is the first player to reach 'X' number of frags or in timed death-match, the player to amass the highest number of kills before the clock expires.

PLAYING A MULTI-PLAYER GAME

2-4 PLAYER – BOMB KIT

Objective: Each player must locate three sections of a bomb: explosive, detonator and timer and then plant the bomb in the detonation zone. Each of the player's bomb components will be color-coded and an indicator on the HUD will display which components the player and the other players competing in the same game have assembled. When assembled, the bomb is planted by pressing the B Button in a given area, ending the game. BOOM!!!

2-4 PLAYER - ASSASSINATION

Objective: One team plays as the assassins with the objective of assassinating a V.I.P. under the protection of the Government forces. The other player(s), choosing to play as bodyguards, must successfully protect the V.I.P. by eliminating the assassins.

Please refer to MULTI-PLAYER MODE SETUP.

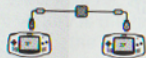
MULTI-PLAYER MODE SETUP

HOW TO CONNECT THE CABLES:

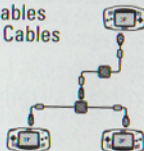
This is how to connect multiple Game Boy® Advance systems, using the Game Boy® Advance Game Link® cable.

WHAT YOU NEED:

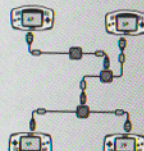
- As many Game Boy® Advance systems as there are players
- One copy of 'Ballistic: Ecks vs. Sever' per player for MULTI-PLAYER play
- Game Boy® Advance Game Link® cables
 - For two players - One Cable
 - For three players - Two Cables
 - For four players - Three Cables



2-PLAYER GAME



3-PLAYER GAME



4-PLAYER GAME

MULTI-PLAYER MODE SETUP

HOW TO START THE GAME:

1. Make sure the POWER switches are off on all of the systems. Set the Game Paks in place.
2. Connect the Game Boy® Advance Game Link® cables to each other and then to the exterior expander connector.
3. Turn all POWER switches on.
4. Select the MULTI-PLAYER MODE from the Main Menu and WAIT 5 SECONDS. It takes at least 5 seconds for all of the linked Game Boy® Advance systems to be recognized by each other.

* When there are multiple players, please do not connect controllers or cables that are not in use.

* 1P is the player who is connected to the smaller plug.

Please refer to the diagram when connecting the cable to the systems (Pay attention to the size of the plugs).

MULTI-PLAYER MODE SETUP

TROUBLESHOOTING MULTI-PLAYER GAMES:

In the following cases, you may have difficulty controlling, or receive no signal through the Game Boy® Advance Game Link® cables.

- If you are using cables that were not designed to be used exclusively for the Game Boy® Advance system (Game Link® cables).
- If the cables are not connected securely into the receivers.
- If the cables were connected or disconnected while the controllers were in communication.
- If the cables were connected to the system incorrectly.
- If you are using more than four systems.

GAME FEATURES

WEAPONS/TECHNOLOGY:

During your missions, a whole arsenal of weaponry is at your disposal, from the stealthily used hand-knife to the bullet oozing Heckler & Koch OICW, to the Sniper Rifle when you want to take someone out with a sneaky head shot.

PUMA TACTICAL KNIFE



Sometimes the only option is to use your knife. Quietly approach your victim and take him out with the minimum of fuss.

STEYR M SERIES



Revolutionary design and the utmost in safety and reliability, make this an exceptional handgun. Light years ahead of the competition, the unique sighting system leads the eye to the target for faster acquisition and aim.

GAME FEATURES

FN FIVE SEVEN



This 20-round pistol fires a 5.7mm bullet that will defeat most body armor in military service around the world today. This gun represents a quantum leap forward in the handgun's suitability for close engagements by delivering the type of performance that was previously confined to rifles. Delivers high stopping power and high hit probability.

NEOSTEAD



This shotgun features twin tubular magazines located over the barrel. Each magazine may hold 6 rounds and fired using a pump-action technique. Spent cases are ejected straight through the bottom, making this gun completely ambidextrous.

GAME FEATURES

HK MP7



With a conventional 20 round magazine in the pistol grip or an optional 40 round magazine that extends below the gun, one of the most amazing aspects of the gun is its size, or lack thereof. It is only slightly larger than a SOCOM pistol! Has a retractable shoulder stock and sports a very small heads up display sight.

HECKLER & KOCH OICW



This rifle will substantially increase lethality and survivability on the battlefield. Using advanced turns count fuse-arming technology; the ammunition proceeds to the target and bursts precisely overhead.

LA FRANCE M16K



Designed for use by Special Forces and similar units, the M16K utilizes the butt and other parts of the M16 rifle, and allies them to a blowback system of operation, firing from a closed bolt. This combined with the straight-line layout, means that there is a better chance of a first-round hit with the weapon than with most submachine guns firing from open bolts.

GAME FEATURES

PGM ULTIMA RATIO HECATE II



This sniper rifle utilizes 'metallic skeleton' design with solid machined receiver and free floating precision made fluted barrel, fitted with huge muzzle brake/compensator. Bolt locks into receiver with three forward-located lugs, and has overpressure vents to secure the shooter from powder gases in the case of the cartridge case rupture.

MISSILE LAUNCHER



If you want to absolutely make sure there is no way that your enemy is going to get out alive – use the missile launcher. Just pull the trigger on the standard missile and it'll fly in a straight line. Boom! Fire a smart missile and control it round the environment. They can run but they can't hide!

GAME FEATURES

GRENADES



During the game you will come across both high explosive and EMP types of grenades:

High Explosive Grenades – Pull the pin, throw and take cover. After a few seconds it will explode, taking out any enemies in the vicinity.

EMP Grenades – When they explode, they will disable any electrical systems within a large area. The effect will only last for a few seconds.

ADVANCED TECHNOLOGY/EQUIPMENT:

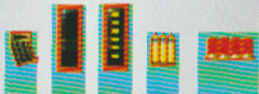
KEVLAR ARMOR



You're going to need this. Going up against some pretty heavy weaponry and highly protected groups of people, you're going to need something to soak up the bullets that get through. Be aware that continual hits will lessen its effectiveness until eventually it becomes useless.

GAME FEATURES

AMMUNITION



The best form of defense is attack. With all those bullets you're pumping out, you're going to need to restock at some point. Grab every opportunity you can!

MISSILES



There are two types of missiles - the smart missile and normal missile. Both do a hefty bit of damage when you point them in the right place. Go ballistic!

MEDICAL KIT



The kit will restore a small amount of health and keep you going for a little bit longer.

GAME FEATURES

INFRARED GOGGLES



Use the darkness to your advantage. Stalk your prey and find your way around using these goggles, which give you covert, hands-free crystal clear night vision under even the worst conditions.

DATA DISKS



These disks contain secret and very important information pertinent to your mission and the unfolding story.

SECURITY PASS/KEY CARD



Used to enter restricted access prohibited areas.

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NOTES

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This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below.

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